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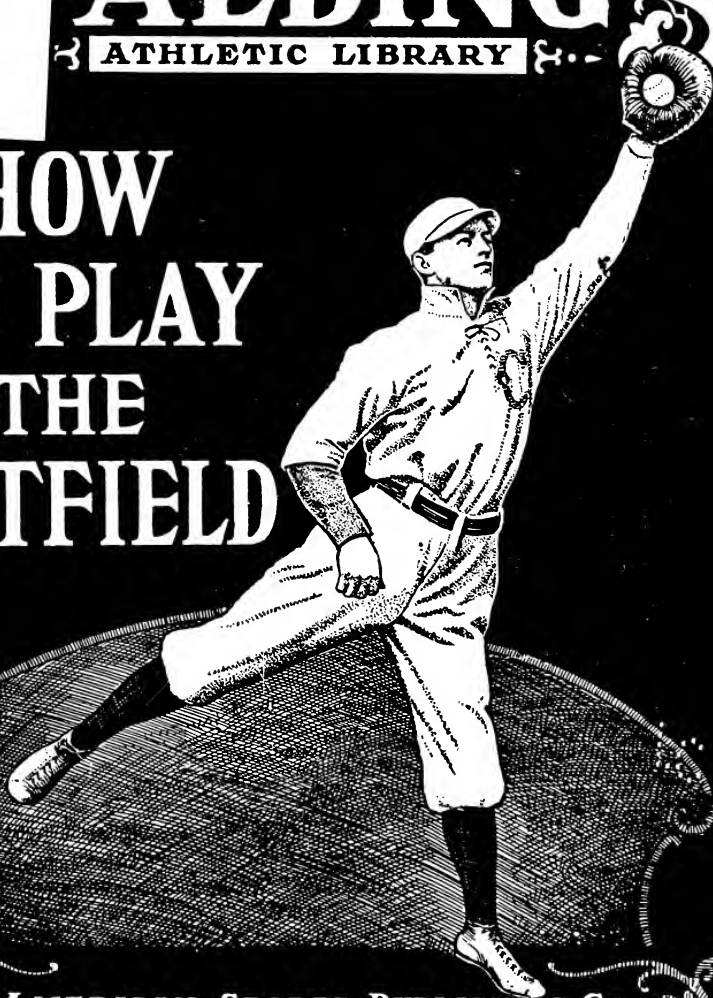
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HOW TO PLAY THE OUTFIELD



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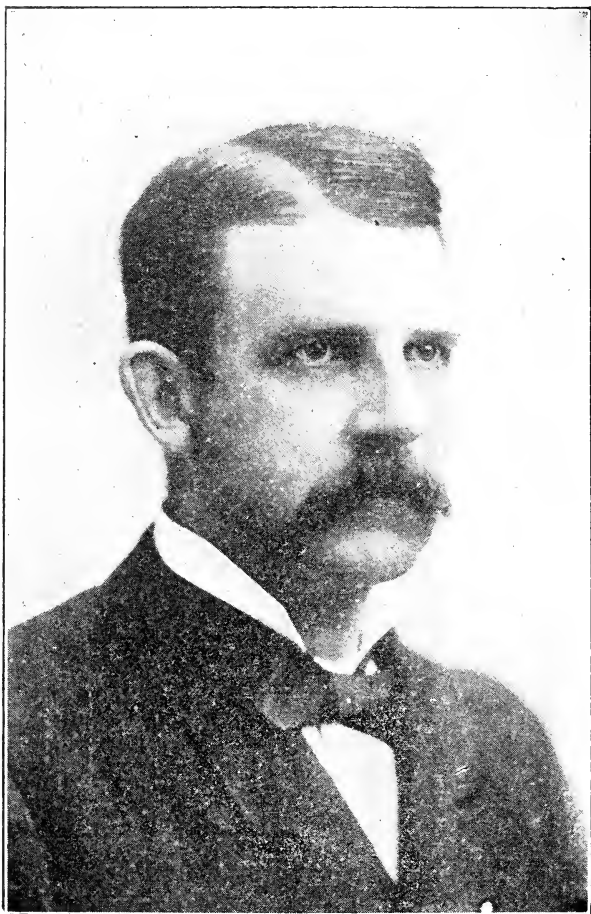
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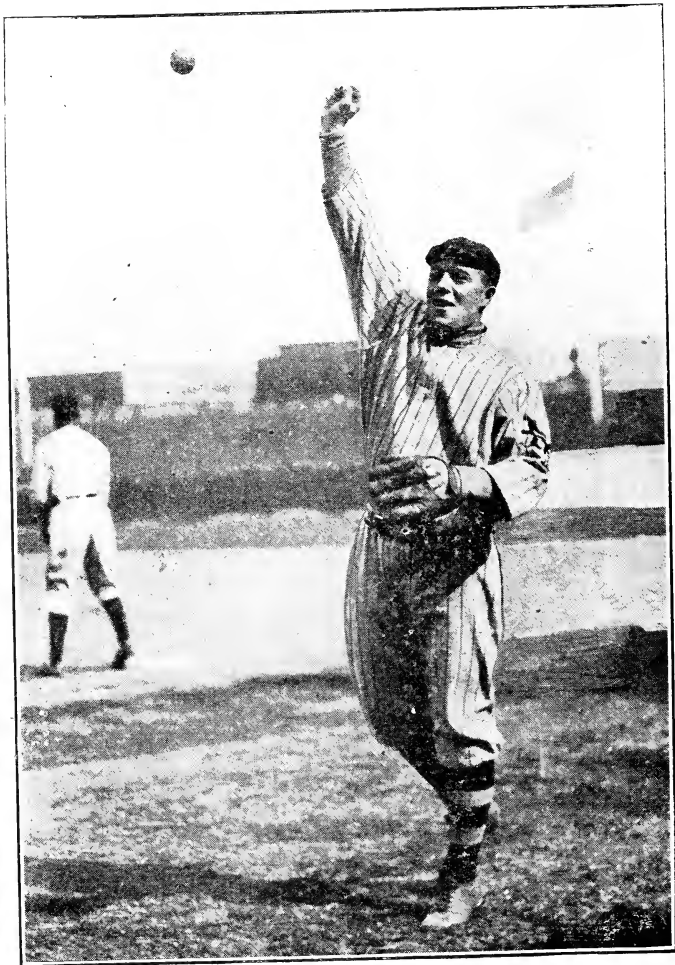
HOW TO PLAY THE OUTFIELD



NEW YORK
AMERICAN SPORTS PUBLISHING COMPANY
21 WARREN STREET

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JUN 19 1915

HOW TO PLAY THE OUTFIELD



The Outfield—What It Means.

The outfielders are the men who are thrown furthest away from the batter. They are the ones who are to catch the flies which go into the air and which would mean long hits were not these men ready to catch them.

There are three outfielders—The left fielder back of the short-stop and third baseman; the centre fielder, back of the second baseman, and the right fielder back of the first baseman.

First Requisite of an Outfielder.

A man cannot be an outfielder unless he can catch long flies—that is, balls batted high in the air. He must make a special study of such balls.

The boy or young man who intends to play in the outfield must practice diligently at getting under high balls.

This is no easy thing to do and it can be learned only by constant practice. The ball must be batted at every angle and toward every part of the field and the outfielder must learn to catch it everywhere. This thought must be uppermost in his mind: "I can never be a first-class outfielder until I can hold to every ball that I can get my hands on."

Then with this thought always before him let him practice—practice—practice. That is the only thing which can ever make him a perfect fielder.

An Outfielder Must Have Good Eyes.

Good eyes are essential to every man who plays the outfield. The man who is near-sighted will never make a good outfielder for the reason that he will never be able to see the ball when it leaves the bat and will not be ready to watch its course. If he cannot see it at the very instant that the batter hits it he will

more than likely be unable to catch it, for the least hesitation on the part of the outfielder is often sufficient to make him late in arriving at the spot where the ball fell and the batsman is scampering around the bases.

Therefore the boy or young man who has naturally weak eyes should not attempt to play the outfield for it is reasonably sure that he will not make a success. His vision will always be blurred, especially when he looks up into the air, the ball will appear to be shut in a haze from which it is wriggling like a worm and the result will be that such an outfielder will miss more than he catches.

How the Eye May Be Trained.

It is certain that when the young ball player first attempts to catch flies he will have trouble in following the course of the ball and trouble in determining just where it will fall. That is because his eye lacks the training which it will get with constant practice.

The moment an outfielder takes his eyes off the ball he becomes negligent. He cannot afford to lose sight of it for a moment. He does not know as he stands in his position when a batsman will hit it to the outfield. Then he would be in a pretty predicament if he knew nothing about the hit until he heard the crack of the bat. If the ball were going his way it would have reached him nearly when he heard the bat smash against it.

By constant practice at watching the ball the outfielder is able to run to the spot and put his hand down within a few inches of where it will hit the earth after being batted. His excellent judgment enables him to do that, but he would not have the excellent judgment if it were not for the well trained eye.

The ability to tell where the ball will fall in the outfield is the ability to judge distances. Distances can be judged correctly only by a great deal of practice.

It is a beautiful sight to see an outfielder time his running so

perfectly that he reaches the exact spot where the ball falls just as it reaches the position where he can catch it the most easily.

How is he enabled to do this?

Because he has trained his eye to tell him where the ball will fall, and, having done this, he has acquired unerring judgement.

How has he acquired this judgment?

By constant practice. He must never give up, for, although catching flies seems hard at first, it is always easy after tireless training.

An Outfielder Should Be a Swift Runner.

The ability to run fast is a requisite in the outfielder. The man who has little speed will never make a star in the outfield.

It is true that many men have played the outfield who have not been able to run fast, but they have held their positions because of their ability to hit the ball hard and often. The value of speed can hardly be overestimated in the outfield positions. All ball players should be fast on their feet, but the outfielders more than any other players.

They must not only be able to start as quickly as a flash of lightning, but they must be able to run fast after they have started. Many times, indeed, there is no running at all required. But usually when it is necessary for the fielder to run at all it is necessary for him to run very fast.

Only those outfielders who have great speed can make spectacular catches. They are continually causing the crowd to rise up and cheer by getting under balls which seemed far out of their reach.

While it is true that fast runners are born and not made it is just as true that the mediocre runner can develop speed if he goes about systematic practicing.

The outfielder should always practice sprinting. Whether he is a player on a little team composed of nine-year-old boys or whether he is a member of one of the clubs of the American or National leagues he should practice sprinting every day.

The man who wins the 100 yard dash in a foot race would

never have won if he had not practiced and trained diligently. The man who expects to catch the fly which is almost out of his reach and which, if uncaught, would deal defeat to his team must practice and train.

It is an excellent thing for the outfielder to practice starting and sprinting each day. It can be practiced anywhere. A good way to practice starting is to have some one stand near you and clap his hands. See how fast you can get away from the spot where you stand. When you do get away see how fast you can run 100 yards or even more.

This is a good way, too, to keep in condition. For certainly the man who plays the outfield must be in shape to run all of the while if necessary and not "blow up." This can be done if the lungs are healthy and are trained to hard work.

An excellent way to practice fast running and catching difficult flies at the same time is to instruct the batsman with whom you are practicing to knock the ball high in the air and just out of your reach each time. You will find yourself running toward it faster each day and after a few days the outfielder will find that he is able to catch the ball at a spot where he could not have reached it when he began to practice.

An Outfielder Must Have a Good Throwing Arm.

It is almost as essential for the outfielder to have a good arm as it is for the pitcher. The outfielder who cannot throw from a deep field position to the plate is not much sought after. Indeed, only young men who have strong throwing arms should select an outfield position.

While long distance throwing comes natural to many it may be developed by a great deal of practice. The practice must not be spasmodic, but must begin early in the spring and increase gradually in intensity as the time draws near for the first games. The young man or boy who intends to play the outfield or who is an outfielder already should not begin throwing the ball from a deep position in the outfield to the plate the first

thing. If he does he may expect to have a sore arm before the first game, and, indeed, he may ruin his arm altogether.

The best way is to begin throwing the ball about 50 feet. Stick to this distance for some time and throw very little at first. When you have spent the afternoon in throwing easily give your arm a massage with witch hazel or alcohol. Either rub it vigorously yourself or have someone else do it. This will take out the soreness.

The next day the distance may be increased and so on until you reach the position in deep outfield from where you have to throw after catching a batted ball.

Never let up practicing throwing to the plate and to each of the bases. Increase and decrease the distances of the throws to the bases and throw from every different angle. A most important thing is to learn to throw while still running after having caught a fly. A fraction of a second thus gained may be sufficient to retire a man running home from third base and may save your team from a defeat.

It is very difficult to throw the ball while on a dead run, but by practicing diligently it can be done with considerable accuracy. Always remember that when you catch a ball in the outfield and there are men on the bases you have little time to lose and must often throw without taking any aim. If you have practiced properly you will find that the ball will go pretty straight every time and as you throw more and more from the outfield your aim will become still better.

An Outfielder Must Have Good Judgment.

Good, accurate and quick judgment is possessed by all expert outfielders. Judgment in telling the outfielder where the ball will fall is not all that is necessary. He must be able to determine in a fraction of a second where to throw the ball, how to catch it, how to throw it; his judgment must tell him whether to run up and try to smother a low hit ball or play it safely, that is, wait and take it on the bound, and his judgment combined with his

memory must tell him where this batter or that batter is going to hit.

The first thing which every outfielder must learn concerning what to do with the ball after a single is made is this:

Always get the ball to second base as soon as possible.

That is the place where it belongs whether a single has been made to right, left or centre. The object is, of course, to hold the runner on first. If the runner sees that you are about to make a mistake and throw the ball to the pitcher or perhaps to the catcher to attempt to get a man running home he will start for second sure. And the chances are that he will make the base easily.

When a hit is made with a man on third base it is, of course, impossible to get him at the plate. When a good clean hit is made with a runner on second it is not likely that he can be caught at the plate by even the fastest outfielder.

Throws to the plate are to be expected more often when there is a fly to the outfield with a man on third and nobody out or one out. Then the outfielder has an opportunity to test his throwing arm.

There is no prettier sight in base ball games than that of a long perfect throw from the outfield which arrives at the plate before the runner and he is tagged out. The outfielder who can make a throw of that kind is admired by everybody. When you see one who can do it right along ask him how he throws so well and he will tell you: "By practicing."

It must be left entirely to the judgment of the outfielder whether or not he is to throw to the plate to try to get the runner making for home after a fly to the outfield. Perhaps the fly has been too far out and no fielder can make the throw and get the runner. In such a case and if there is a man on first base do not throw to the plate, but to second base instead. If the throw were made to the home base the runner on first would reach second and from that point he could score if the batter following should make a hit.

The same rule applies when there is a man on second waiting

to reach third. If the man running home from third cannot be caught it is much better to hold the runner on second. If, however, there is no one on first or second, but there is a man on third waiting to score, the only thing to do after catching a fly to the outfield is to make a throw to the plate. In this case the outfielder must be as fast as possible, but he must not sacrifice accuracy.

It should be the aim of the outfielder to throw the ball low and straight. It is better for it to go into the catcher's hands on the first bound. Then it is pretty sure not to be too high and the moment he gets his hands on it he can tag the runner out. It is pardonable to be deliberate in throwing from the outfield to the home base, but not too much time can be taken. Only constant practice in throwing to the plate can engender speed in getting the ball away.

It is very important that the outfielder should be able to know whether to run up or to wait when the ball is hit low. A low ball is the hardest thing which he is called upon to stop—one which is too low to catch on the fly and too high to get on the bound. If he runs in and tries to scoop the ball, it is likely to get through his hands and go to the rear fence. If he waits for it on the bound it is likely to bound badly, since most outfields are rough, and get away from him.

For this reason most of the higher class fielders of the day prefer to go in and try to smother the ball just as it strikes the ground. Many times they are enabled to catch it just before it strikes the earth. In that event they are running at top speed and are bent away forward. A ball hit low comes with considerable speed and the fielder is likely to fall forward on his face when the ball comes into contact with his hands.

The thing which should be uppermost in his mind at that time is to hold to the ball and thrust the hand holding it up as soon as he can, that the umpire may see he has caught it. Such falls are dangerous and the outfielder may be injured. He is prevented from using one hand because he has the ball in that. He dare not put the other one out and let the entire weight of

his body fall upon that so the expert turns slightly as he feels himself falling and strikes the ground partly on his shoulder and partly on his back. The greensward is usually soft and in falling that way he usually escapes injury.

Outfielders Must Know Weaknesses of Batters.

It is important that the outfielder should remember the peculiarities of every batter he has ever played against. For this reason it is necessary for him to have an excellent memory. Nearly all batsmen whether they are well known or not have characteristics which crop out in every game which they play.

One hits invariably to the right field, another hits to centre, and another to left centre, another to left and so on. Another knocks high and easy flies, and another hits on a line so that if the batters are watched closely the outfielder will find that he is ready for every batter who steps to the plate providing he has seen him bat before.

It is not always possible to remember what a batter has done in each game. A good way for the outfielder to do is to keep a little note book and carry it with him. Then watch each batter as he walks to the plate. Make a careful study of where he hits. It is likely to run something like this: "——— knocked a fly between right and centre first time up. Put a grounder to second baseman second time up. Hit between right and centre third time up. Knocked a fly which centre fielder got by running into right field fourth time up."

What has the outfielder learned by this?

He has learned a great deal. He has learned that this batter always hits toward the right. He has learned that he is not likely to hit near the right foul line, but rather between right and centre.

Then what must the right fielder do?

He must move away from a position close to the foul line and the centre fielder must be ready to run a short distance into right if necessary. When this batter comes to the plate in the next

game these outfielders place themselves in these positions and the man is an easy out if he hits a high fly.

Batters nowadays have not so many weaknesses in this regard as they used to have, but it is pretty easy yet to tell which way a batsman is going to hit if he is studied carefully.

It would be hardly possible to remember off-hand all that the careful outfielder puts down in his note book. It is not necessary to have it at tongue's end all of the time. Let it remain in the note book and trouble yourself only about the batters you are facing to-day. To-morrow or next day when you play another team take out the note book and look up the "dope" on each batter.

After a time without any effort you will be able to say: "This man always hits to left field or this man always hits to centre or between right and centre," and so you will know at once where to stand. Of course the pitcher keeps an account of all of these things and he is ready to tell the outfielders where to go, but they should be able to depend upon themselves.

An Outfielder Must Back Up the Bases and Other Fielders.

The finished outfielder must always be ready to back up the bases. Whenever there is a throw to the bases he must be there to stop it for the baseman might let the ball go by.

The right fielder must take care of first base and he must back up the centre fielder whenever that man goes after a fly. It is the duty of the left fielder also to back up the centre fielder, but one is enough, so a signal from the centre fielder is sufficient to tell the man he wants to help him.

Generally, though, if the ball goes to the left of centre or toward the left fielder that is the one who must back him up. If it goes toward the right fielder he must back the centre fielder up. Backing up another is a most necessary part of an outfielder's duties. It happens many times that when the centre fielder goes after a fly he misses it. It strikes his hands, perhaps, and bounds out. The right fielder or the left fielder is there to

pick up the ball and throw it to the infield at once, whereas if one outfielder were alone it would be far out before he could recover it.

Then, too, when one misses the ball it is likely to bound from his hands into the air and the other will have a chance to catch it before it strikes the earth. The batsman is out just the same as if the first fielder had held to the ball.

Besides backing up the centre fielder when the ball falls between centre and right the duty of the right fielder is to back up second and first bases. He must be ever on the alert for any balls which may be thrown there. Of course when the second baseman throws to first or when the shortstop or the third baseman throws there the right fielder is out of line for backing up the base, but even then in an emergency he must be ready to aid.

He should watch the pitcher and the catcher. The catcher always gives the sign to the pitcher when a runner has advanced far enough off first base to make it possible to catch him napping with a quick throw. The outfielder must not miss this sign for he must be ready as soon as the ball is thrown to get back of the first baseman so that if that player lets it pass him the right fielder may pick it up and perhaps hold the runner at second.

He must watch for throws to first from the catcher also. Many times it happens that a runner will get too much of a lead and the catcher after receiving the ball from the pitcher will throw it quickly to the first baseman. This is likely to get by him and the right fielder should be there to stop it.

The duty of the centre fielder is to back up both the right and left fielders and the second baseman. The centre fielder has the most arduous duties of all. Whenever a fly is hit to the right field he must get over there with all of the speed which he possesses. He must do the same thing when a fly is hit to left field.

He must always watch for the runner to steal second for he must be ready to get the throw from the catcher should the ball pass the infielder who is supposed to take it.

The duties of the left fielder are to back up the third **baseman**

and the centre fielder when the ball falls between left and centre. There is often a great deal of work to do in backing up third when a lively catcher is at work. He is apt to throw down to third at any time in attempting to get a runner advancing too far off the base and when he does so the left fielder must be ready to get the ball should it get past the third baseman and go to the outfield.

Besides these duties the outfielders should always be ready to back up the third baseman, the shortstop, the second baseman and the first baseman on grounders, for they are likely, at any time, to get past the infielders.

This leads to another most important consideration.

The Outfielder Must Be a Good Infielder.

This means that the outfielder must be good at picking up ground balls. It is surprising to note how many outfielders in both the American and the National leagues are almost helpless when it comes to stopping ground balls which get past the infielders.

There is not a day passes when some outfielder does not allow a hit, which should have been nothing more than a single, to go far enough to be a double, a triple, or a home run. Indeed, I have seen batters get all the way around the circuit on a short hit just because the outfielder could not pick the ball up from the ground.

In many instances the outfielder who fails to field the ground ball successfully must be excused, for the outfield is much more rough than the infield and many balls which get by the outfielders would have been stopped easily if the ground had been smooth.

Of course the only way for an outfielder to become good at picking up ground balls is to practice constantly in doing just that thing. It is not a bad idea to make them play infield positions during batting practice. This will make them accustomed to ground balls and they will then be ready to pick them up when they go to the outfield.

Look Over the Ground Carefully

Every outfielder upon taking his position should walk to every part of the field to see that there are neither obstructions nor holes which may throw him when he is running for the ball. This is important for to be thrown when after a ball would mean that you could not possibly get it in time and the runner would be safe.

It is the duty of the home team to make sure that there are no dangerous places in the outfield, but this is not always done especially when games are played outside of the better known leagues. It is not to be supposed that every reader of this book plays in some league or other. On the other hand the great bulk of readers probably play on diamonds which are laid out in a few minutes almost any place where the ground is fairly smooth.

On such ball fields it is necessary for the outfielder to use the greatest caution in searching for pitfalls. The slightest obstruction might be sufficient to cause him to turn his ankle while running at a high rate of speed and he might fall and receive severe injuries if his toe were to catch in a hole.

Before Each Game Make a Careful Note of the Direction and the Velocity of the Wind.

This is another very important thing for the outfielder to remember. If he is playing on an inclosed field it may be impossible for him to know how hard the wind is blowing and from what direction. There are usually flags enough flying some place or else smoke coming out of chimneys by which the direction of the wind can be told.

When this is fixed the velocity must be judged by the manner in which the flags flutter or the way in which the smoke is blown when it issues from the chimney. When there is only a slight breeze and you have your doubts about the direction, it is well to pluck a handful of dry grass and cast this into the air. In that way you can determine the exact direction.

Then when you have it you know how much to allow for the changing course of the ball. If there is a cross wind blowing

you will have to be careful or else the ball will get away from you. Especially is this true if the wind happens to be hard or flukey. The most expert outfielders that ever played ball have been fooled more than once and you need only to go to a game in either the National or the American league on any day that the wind is blowing hard to see one or more high-class outfielders misjudge high fly balls because the wind carries them so far out of the course they would have taken had the wind not been blowing.

When the wind is blowing from behind you then you must be extremely careful that you do not get back too far for the ball. When it leaves the bat it may appear to have been hit hard enough to go over the fence, but you have only to remember the hard wind to know that you will have to run with all of your might to reach the place where it will fall in front of you.

When the game is played on a field with a high fence around it the ball many times goes up like a shot from the bat and then when it hits the hard breeze which sweeps above the fence falls like so much lead. These are the hardest balls there are to catch and, indeed, it would be almost impossible for the outfielder to get them were he not prepared by having first taken an inventory of the direction and the velocity of the wind.

Turn and Run Back on Long Hits.

Generally a rule for the outfielder to follow is: "Never take your eyes off the ball." However, there are times when it becomes necessary for him to turn around and run in the same direction that the ball is going. In fact, it is impossible to catch many long flies unless this is done.

The fly that you know will fall only a few feet behind you were you to stand still can be caught easily by backing up. But the one which is going far over your head can be caught only when the outfielder turns around and runs with all of his might.

The outfielder to do this successfully must have excellent judgment. He must know as soon as he glances at the ball,

now high in the air, that it will fall in a certain spot, perhaps a hundred or more feet behind him.

He must know how far the ball can go while he is running and then he must turn and run. Only training can tell him how far he should run before facing the ball again and locating it. The practiced outfielder can locate it again in a jiffy, but it sometimes takes a fraction of a second, perhaps too long for the man who does not know the trick of taking his eyes off the ball and then finding it again.

This must be practiced for it is the only way that the long hits can be caught. And only a great deal of practice can make the outfielder proficient. The plan of having some one knock the balls over your head is the best. Then instead of backing up run back on them as has been described.

Stand Ready to Go in Any Direction.

When waiting for a ball in the outfield stand squarely on your feet and face the batter. In that way you will be enabled to go in any direction. Have your feet planted firmly in the turf, and make certain that your spikes have taken a good hold. Remember that when you do start you will start suddenly and there must be no slip. If there should be the slightest slip the ball might be lost and your team might be defeated because of it. When you are ready to go this way or that you will not be surprised by any hit that may come in your direction. It is not necessary for you to stoop over and place your hands on your knees, but this is a very good position for the outfielder to take.

Its great advantage is that it keeps up interest in the game which might otherwise lag. When a man stoops forward and puts his hands on his knees he is in a position of tension and everybody who sees him knows that at every moment he is expecting to see the ball come in his direction.

Many times an outfielder does not have a chance to put out a man in an entire game. That should not discourage him and he must not lose interest. There may be nothing at all to do for

eight innings and then in the ninth he may get enough to do to give him glory. He should remember, too, that he will have as much chance as anybody to win the game when his side bats and that should be sufficient.

How to Play the Sun Field.

Usually diamonds are laid out so that no more than one fielder has the sun in his eyes all of the time. But that one has difficulties enough. His is the very worst place on the team. There are times when he cannot see the ball at all and yet if he does not catch it the wrath of the bedlamites will be brought down upon his head.

When an outfielder can do so it is always better for him to wear colored spectacles. Green goggles are the best for with them on the eyes the outfielder can look right into the sun and watch the course of the ball. It is harder to see the ball than if the outfielder were looking with the naked eye, but without the goggles it would be pretty nearly impossible to see it at all.

There are some outfielders who refuse to wear the goggles. They prefer to take their chances without anything shielding the eyes. Such outfielders catch the ball after having used one hand to shade the eyes.

This is an excellent practice. If you are a right-handed thrower your left hand is covered with a glove. It is a pretty big glove. The thing to do is to put up the gloved hand between the eyes and the sun. You can peep around the edge of the mitt and watch the ball until you are ready to catch it.

The outfielder who does this is likely to lose sight of the ball occasionally, though, and it is not such a safe way as the wearing of goggles. Remember that the wearing of the glasses will be unnatural at first and you will have to accustom yourself to it. Sheckard of Chicago and Clarke of the Pittsburg team never think of playing a game when the sun is bright without goggles.

On a Long Hit Fall Into Line for a Relay.

The outfielder can tell just as soon as the ball leaves the bat

whether it is going to fall near or go over the outfielders' heads. The outfielders should then prepare to relay the ball home.

Let one man get the ball. The one who is nearest to it should always pick it up. Sometimes the outfielder who picks up the ball can throw it to the second baseman from his position, but when he cannot do this the better way is for the two remaining fielders to run within good range of the outfielder who has picked up the ball and be ready to relay it to the plate with all possible speed. It is better to run close enough to the man furthest out so that he may throw the ball swiftly and on a line. That will give it to the second man quickly and he can then turn and throw it to the plate. Relaying hits is necessary only when they are extremely long. The third outfielder should always be ready to back up the man who receives the throw from the one furthest out.

How to Play the Long and the Short Hitter.

The outfielder must become acquainted with the man who is both a long and a short hitter. It is a very difficult thing for the outfielder to play for such a man. If you play deep the batsman is likely to hit short and if you play short he is likely to hit deep and make you run back if you expect to catch the ball.

Generally it is better to play deep for such a hitter unless the bases are full or a runner is on second. In such a case the better way is to take the chance that he will not hit out far and then the men running the bases can be caught more easily.

Keep the Ball Low When Throwing.

High throws are always dangerous from the outfield. They are likely to go over the heads of the basemen or the catcher and cause trouble. It is a natural fault for the outfielder to throw high. He is very likely to think that it is necessary for him to throw with all of his might in order to get the ball in far enough and the chances are that he will have the ignominy of seeing it go far over the catcher's or the baseman's head. It is always better to throw the ball so that it will bound either to

the catcher or the baseman. That is the safest, for the infielders always back up both catcher and basemen so that a bad bound is sure to be caught.

Peculiarities of Hard Hit Balls.

The line drive must be watched most carefully no matter in what direction it goes. The outfielder who is able to get and hold the line hit every time is a most valuable man. The one which starts for centre field keeps rising all of the time until its force is spent. Then it drops suddenly. The hit high in the air simply describes a parabola and comes down meekly enough.

The line hit which goes to right field will curve toward the right—that is, it will curve to the right from the catcher's point of view—toward the right field foul line. It will do so every time and the right fielder who expects to catch line hits would do well to keep this fact fixed. The line hit to right by a left-handed batter is likely to curve toward centre field.

The line hit to left by a right-handed batter will curve still toward the right, but when a left-handed batter makes the same kind of a hit it will curve toward the left. When the curve comes, too, it comes with such rapidity that the outfielder is likely to be unable to catch the ball unless he is prepared for what he knows is coming.

The Outfielder Should Always Have a Code of Signals with the Pitcher.

It is quite necessary for the outfielders to know what the pitcher is going to throw. They can know this only through a code of signals which should be fixed up at the beginning of the season if the team expects to remain together or before each game if the players have been gathered hastily.

The pitcher should let the outfielders know when he will throw a slow ball. Such a ball is likely to be knocked high in the air and near either the right or the left foul line.

An inshoot must be played according to whether the batter is

right-handed or left-handed and an outshoot should be treated in the same way.

When an outshoot is pitched to the right-handed batter he is most likely to hit it to right than to left field. An inshoot he is more likely to send to left or to centre than to right. A straight ball is apt to be sent to centre and so on. When the left-handed batter is at the plate the opposite will apply.

Never Give up Trying for a Ball.

When once the outfielder starts for the ball he should not stop. And he should never make up his mind that he cannot get it before he starts. He should start the moment the ball leaves the bat and goes in his direction. When it is to fall between him and another outfielder he should start anyway. Then the one who reaches it first should take it.

The outfielders should have a signal to be understood by all which should be called out by one of them or by one of the infielders. When there is doubt about which one should take the ball the first man who gets close enough to it to be sure of catching it should call out: "I have it."

The others instead of saying: "No, let me take it," should fall back and out of the way of the first man. They should give him a clear road, for if one or the other or both of the remaining players persist in wanting to catch the ball, too, there is sure to be a collision and one or more will be hurt.

There is absolutely no excuse for allowing a ball which one fielder might have caught easily to fall to the ground because too many men run for it. Let everybody respect everybody else and when the call: "I have it," comes all but the one who speaks should get out of the way.

The outfielders should make the infielders understand this also and they should insist upon them obeying their calls. There are times when the second baseman or the shortstop run back into outfield territory after a short hit. While this is always laudable there should be some one nigh to call out which one should take the ball. And when the call is made whether it be for the out-

fielder or the infielder let the one withdraw whose name is not called.

It usually falls to the captain of the team to call the name of the player he wants to take the ball. When there is an opposing player on the bases near where the play is taking place he is sometimes ungentelemanly, rude, and simple enough to endanger human life by calling out another name than that spoken by the captain of the team. This he does, of course, to befuddle the men running after the ball. For this reason the captain should have a way of calling which can be understood. Even in the height of excitement it is more than likely that the player will be able to recognize his captain's voice.

In almost every game in big league, little league or on prairie, some batted ball drops safely to the ground because the outfielders do not understand each other, because they are afraid to go ahead, thinking that they will run into somebody else.

The player who has given up running for the ball when the other has said: "I have it," should say in return, "All right. Take it. I've given up. Go on, your path is clear," or something like that. That will give the man trying for the ball a great deal of encouragement.

When the centre fielder sees that the play is going to be close to either fence, if the game is being played on an inclosed field, he should get as near to the right or the left fielder as possible for the purpose of telling how far he can run at top speed without hitting the fence.

The centre fielder should wait until the very last moment and then he should cry out: "Stop." At that the runner should come to a standstill as soon as possible and let the ball go, for it is not worth running into the fence for. An arm or a leg is likely to be broken or the player injured seriously in some other manner.

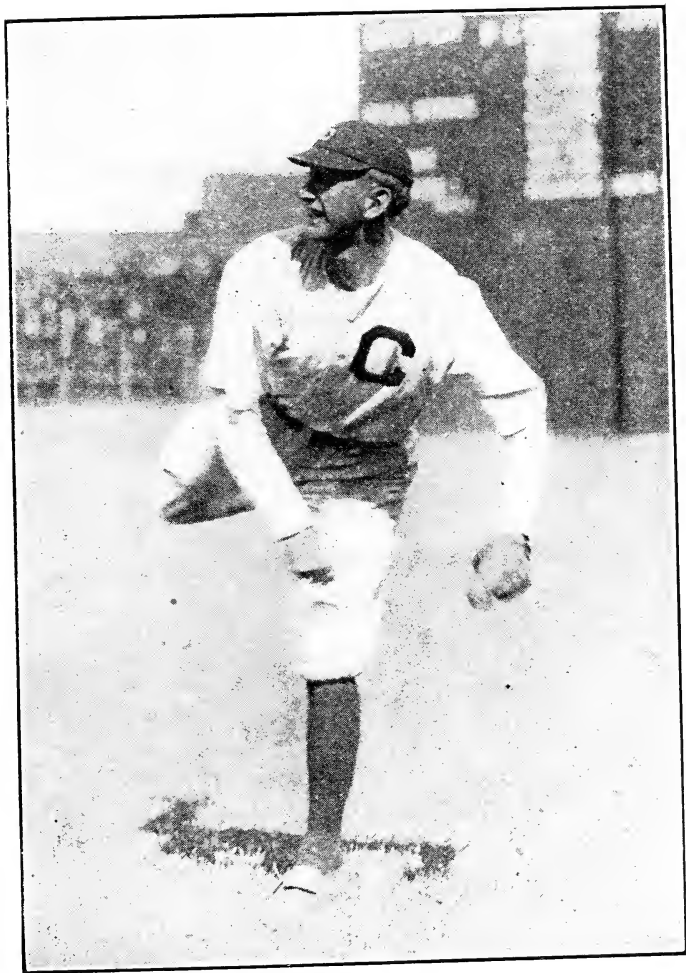
An Outfielder Must Always Be in Condition.

The man in the outfield usually has more running to do than any other player on the team. Running is an exercise which is

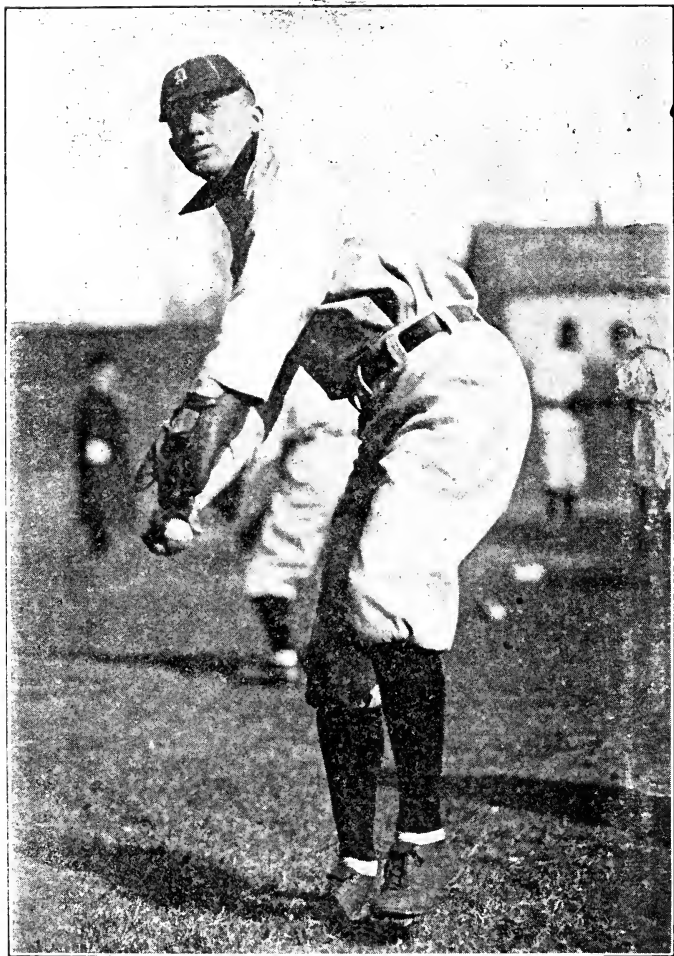
extremely fatiguing. There are times when the outfielders keep going from the beginning to the end of the game. If they are not in good physical condition they will be unable to stand it and may begin to lag before the game is over. Those watching a game can always tell when the outfielder is tired and is neglecting his work because he is too exhausted to do it any better.

The person who expects to become an expert outfielder must take excellent care of himself. Early in the spring he should rub himself down if he can and he should see that there is no superfluous flesh in the way. This can be run off easily enough. While he is remembering his general condition he should not forget his throwing arm, that most important weapon of the outfielder.

It should be rubbed and massaged every day, for when the throwing arm is gone the outfielder has lost his value. There are many men to-day who can catch a ball just as well as they ever could, and can bat about as well, but they cannot find positions on any team because their arms have gone up the spout and they are unable to throw from an outfield position to one of the bases even.



JOSEPH JACKSON



TY COBB,
Detroit's famous outfielder, making a return from right field.

STRATEGY IN THE OUTFIELD

BY "TY" COBB.

Once I asked a manager who is well known in baseball at the present time which he would prefer to have if he must make his selection from two players—one who was an average batter and a mediocre outfielder, the other a magnificent outfielder and a mediocre batter.

"The magnificent outfielder," said he in a hurry. "I should take a chance on being able to find eight other men to play well enough to make some runs and what the outfielder failed to make himself he would easily prevent the other side from making. In fact, his ability would doubtless cut off more runs than I could possibly hope he might score."

That is convincing evidence that there is more in playing the outfield well than once was thought when base ball was younger than it is now.

I have known outfielders to be chosen by competent managers simply because of their wonderful ability in covering ground. They were not heavy batters, but the number of hits which they cut off when their opponents were at bat—hits which would have been anything from two-baggers to home runs—well offset any weakness of their own.

The strategy of the outfield may not be so frequently employed as strategy is employed on the infield. That is largely due to the fact that the outfielders do not have so many chances, but there are times when an outfielder can outwit the runner and he should be ready to grasp the opportunity.

Now and then a runner has been fooled because the outfielder was smart enough to play for a fly ball in such a way that the runner was induced to leave a base so far that it was impossible for him to return in safety if the fly were caught. An outfielder, to succeed in anything of this kind, must be a quick runner and a good thrower.

Suppose a runner to be on first base when a fly is batted to

an outfielder. The latter may, if he is quick witted, appear to be floundering helplessly after the ball when, in reality, he has an eye on it all the time and has judged it so perfectly that he is certain of his ability to catch it. The runner will be tempted to leave first base too far. The outfielder, by a rush, may get under the ball and, knowing his play, throw the instant that he has it in his hand and catch the runner before he is able to get back to the base. That happens every now and then and a double play of that nature makes a great difference to a team when a run will decide the game.

Another play in which a runner is occasionally caught is when there are men on first base and second. The outfielder, having a reasonably hard fly to catch, is expected to throw the ball to first or second base to try to hold the men to their positions. If he has a strong arm, and is perfectly sure of himself, by throwing to third base he is apt to catch the runner going from second, who starts the moment that the ball is caught, because he does not anticipate that the fielder will dare to try a play which is so difficult. If the outfielder succeeds in retiring him he has very likely cut off a sure run, for it is quite certain that the runner on second base will be coached to take a chance which looks favorable for scoring.

It is quite true that these possible plays may be the exception rather than the rule in professional base ball, but I speak of them and emphasize them for the particular reason that I wish to prove to the young player that it is just as necessary for him to wear his thinking cap when he is playing the outfield as it is for an infielder always to wear his.

Another play from the outfield more than once has caught a base runner napping. I refer to the throw which is made by the left fielder or center fielder to first base to try to retire the batter. This play comes up when the batter makes a safe hit with a runner on second. If it happens to be a long hit, with plenty of carrying power, it is certain that the runner on second is going to try to score. The batter takes that for granted and starts for second base the moment that he reaches first. A strong throwing outfielder, who realizes the uselessness of trying to throw the man

out at plate, every now and then can catch the runner off first by whipping the ball into the first baseman as quickly as he can throw it. An outfielder who is quick enough to grasp a chance like this may stop a batting rally which would give the inside a long lead if it went through.

Often it is the case that a pitcher will intercept a throw from the outfield when it is out of the question to get the runner who is headed for the plate, and by a quick and accurate throw will catch the batter trying for second. For that reason an outfielder should seldom try to throw the ball to the plate on a line. Better aim to get it into the infield so that on the first bound it will be likely to follow a true course and go straight to the catcher. Meanwhile, if the pitcher does wish to intercept it, and try to throw out the batter, he is not compelled to move far from his position to get it.

Now and then there is a time when the outfielder should be able to judge quickly whether it is best to make a desperate effort to try to catch a line hit or permit the ball to come to him on the bound. I admit that it does not happen very often. As a rule it is better to play the ball safe, making sure that it does not pass the fielder and roll to the fence.

However, if the game should be very desperate and the only chance to save it appeared to be in making the effort to try for a circus catch I feel that the outfielder is justified in doing so.

Suppose that it should be the last inning of a game, with the score so that one run would tie and two would win. A line hit is batted toward the outfielder. The chances are not all in his favor of reaching the ball if he tries to run in for it. If he plays it safe it is fairly certain that the score will be tied and very probable that the game will be won.

Instead of playing it safe he dashes in full speed making a heroic effort to get the ball on the fly, succeeds in doing so, and retires the side with a double play, saving the game. Isn't that worth the endeavor, in spite of the fact that it may have seemed foolhardy for him to do anything of the kind? If he missed the ball probably the game would have been lost, and if he played the ball safe there was little chance that his side would be

able to hold the other team. Catching the ball, while it was a desperate undertaking, saved the game. An outfielder should be able to grasp a point like that on the instant. Of course, it would not do for him to attempt such risks on every fly ball that came his way, but the illustration that I am giving is one in which the fielder's sense of values must be so keen that he can reckon in a moment the consequences of making the right play and be able to act accordingly. I wouldn't recommend that he would make a foolish try for an absolutely impossible hit, but if it seemed to him that he might get the ball and save his team, I am sure that his fellow players and the supporters of his team would not hesitate to give him credit for what he did.

One other little point is a good thing for the left fielder and the right fielder to remember, and that is when not to try to catch a foul fly which has been batted a long way out. In a certain game in which we were engaged in the American League I rapped a long fly about two feet foul toward the right field fence. The fielder ran for the ball and made a splendid catch of it. But it happened that a runner was on third base, a fact which he had quite forgotten, and as there was only one out the runner scored from third the moment that the foul was caught. That one run won the game for us.

It took some of the enthusiasts about ten minutes to see that the play, as spectacular as it was from the standpoint of good fielding, was all wrong from the standpoint of winning base ball. They applauded the outfielder and cheered him vigorously, but when the game was over and they began to think that the catching of the ball really gave the game to the other side, they saw how foolish it was not to remember the score and to try for a foul fly which might much better have been permitted to drop on the ground. When there is only one out and there is a runner on third base the left fielder and the right fielder will be much better off if they will let all foul flies which are over their heads drop on the ground. If they catch the ball it is safe to say that they will seldom get the runner at the plate, except by a wonderful throw, and when the runner scores the result may be a lost game, as it was in the incident which I have cited.

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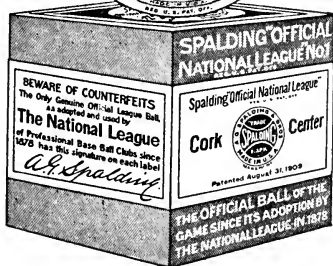
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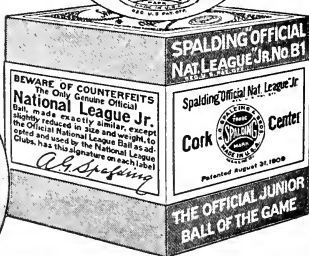
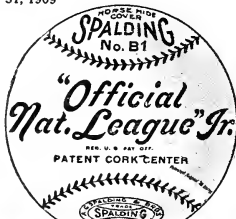
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PATENT CORK CENTER

Patented August 31, 1909

Made with horse hide cover and in every respect, including patent cork center, same as our "Official National League" (Reg. U. S. Pat. Off.) Ball No. 1, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age) and all games in which this ball is used will be recognized as legal games. Warranted to last a full game when used under ordinary conditions.

No. B1. "Official National League" Jr.
Reg. U. S. Pat. Off. Each, \$1.00



Spalding Double Seam League Ball

Pure Para Rubber Center

Sewed with double seam, rendering it doubly secure against ripping. The most durable ball made. Horse hide cover, pure Para rubber center, wound with best all-wool yarn. Warranted to last a full game when used under ordinary conditions, but usually good for two or more games.

No. 0. Each, \$1.25 Dozen, \$15.00

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Spalding League Rubber Center Ball
No. 1RC. Horse hide cover, pure Para rubber center, wound with best all wool yarn, double stitched red and green.
Each, \$1.00 Dozen, \$12.00



Spalding National Association Jr.
No. B2. Horse hide cover, pure Para rubber center, wound with best all wool yarn. Slightly under regulation size. Best Junior size ball made. Each, 75c.



Spalding College League Rubber Center
No. 2RC. Horse hide cover, and rubber center wound with yarn. Full size and weight. . . Each, 75c. Dozen, \$9.00
Above balls warranted to last a full game when used under ordinary conditions.



Spalding Professional
No. 3RC. Horse hide cover; full size. Carefully selected material; warranted first class quality. Put up in separate box and sealed. . . . Each, 50c.



Spalding Boys' League
No. B3. Junior size ball. Horse hide cover, rubber center wound with yarn. For practice by boys' teams. Each, 50c.



Spalding Junior League
No. B4. Horse hide cover; smaller than regulation size; rubber center. Each, 25c.



Spalding Junior Professional
No. 7B. Slightly under regular size. Horse hide cover and is very lively. In separate box and sealed. . . Each, 25c.

Spalding King of the Diamond
No. 5. Full size; made of good material and horse hide cover; put up in separate box and sealed. . . . Each, 25c.

Spalding Lively Bounder
No. 10. Horse hide cover. Inside is all rubber, making it very lively. Ea., 25c.

Spalding Boys' Amateur Ball
No. 11. Nearly regulation size and weight. Best ball for the money on the market. Each ball trade marked. . . Each, 10c.

Spalding Boys' Favorite Ball
No. 12. Good lively boys' size ball; two-piece cover. . . . Each, 10c.

Spalding Rocket Ball
No. 13. A good bounding ball, boys' size. Best 5 - cent two-piece cover ball on the market. . . . Each, 5c.

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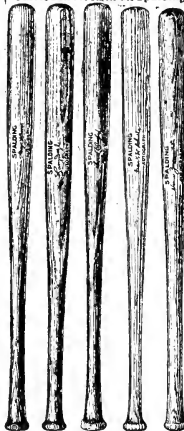
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Spalding "Players' Autograph" Bats

No. 100. "Players' Autograph" Bats, bearing the signature of the player in each case, represent their playing bats in every detail. Made from the finest air dried second growth straight grained white ash, cut from upland timber, possessing greater resiliency, density, strength and driving qualities than that of any other wood. The special oil finish on these bats hardens with age and increases the resiliency and driving power of the bat. Each, \$1.00

Carried in stock in all Spalding stores in the following Models. Mention name of player when ordering.



Ray Dingle AUTOGRAPH MODEL
Largest and heaviest bat (except Meyers special model) used by any professional ball player. Weights from 51 to 55 ounces. Length 35 in.

Harry Stinson AUTOGRAPH MODEL
Well balanced, comparatively light weight, with sufficient wood to give splendid driving power. Weights from 36 to 40 ounces. Length 34½ in.

Frank W. Schulte AUTOGRAPH MODEL
Very small handle, and balanced so that with a full swing, terrific driving power results. Weights from 37 to 41 ounces. Length 35 inches.

Samuel B. Crawford AUTOGRAPH MODEL
Splendid model, comparatively small handle, well balanced. Weights from 40 to 44 oz. Length 35 in.

Frank J. Chance AUTOGRAPH MODEL
Extra large heavy bat with thick handle. Weights from 44 to 48 ounces. Length 35 inches.

Ed L. Lash AUTOGRAPH MODEL
Different model from that formerly used by Clarke, improved in balance, model and length. Weights from 39 to 43 ounces. Length 34½ inches.

Pope J. Alexander AUTOGRAPH MODEL
Short bat, large handle, well rounded end. Weights from 40 to 44 ounces. Length 32½ in.

Mully Huggins AUTOGRAPH MODEL
Short bat, small handle, but body quite thick. Weights from 38 to 42 ounces. Length 32 inches.

Willie Zimmerman AUTOGRAPH MODEL
One of the best all around models ever produced. Medium small handle and well distributed striking surface. Equally suitable for the full swing and for the choke style of batting. Weights from 40 to 45 ounces. Length 34 inches.

We can also supply on special orders Donlin, Oakes, Keeler and Evers Models.

Tommy Ellyfield AUTOGRAPH MODEL
The smallest, shortest and lightest bat used by any professional player. Specially adapted to small or light men. Weights from 35 to 39 ounces. Length 31 inches.

SPALDING SPECIAL MODEL BATS

We can supply on special orders Model Bats same as we have made for the most famous batsmen on National and American League Teams.

BAKER, Philadelphia, American League	Model B	MEYERS, New York, National League	Model M
CALLAHAN, Chicago, American League	Model C	OLDRING, Philadelphia, American League	Model O
DAUBERT, Brooklyn, National League	Model D	PASKERT, Philadelphia, National League	Model P
FLETCHER, New York, National League	Model F	SPEAKER, Boston, American League	Model S
HERZOG, Cincinnati, National League	Model H	THOMAS, Philadelphia, American League	Model T
LUDERUS, Philadelphia, National League	Model L	WHEAT, Brooklyn, National League	Model W

The original models from which we have turned bats for the above players we hold at our Bat Factory, making duplicates on special order only. These special order bats do not bear the Players' Autographs. We require at least two weeks' time for the execution of special bat orders.

Spalding Special Model Bats. Professional Oil Finish. Not Carried in Stock. Each, \$1.00

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

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Spalding "All Star" Model Bats

No. 100S. This line for 1915 comprises twelve models specially designed for amateur players and selected from models of bats used by over five hundred leading batters during the past ten years. Quality of wood used is finest selected second growth Northern ash, air dried and treated as follows: yellow stained, mottled burnt, carefully filled, finished with best French polish. . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model S1—31 in.	35 to 39 oz.	Model S5—34 in.	40 to 44 oz.	Model S9—35 in.	40 to 45 oz.
Model S2—34 1/2 in.	40 to 45 oz.	Model S6—33 in.	38 to 43 oz.	Model S10—33 in.	37 to 43 oz.
Model S3—31 1/2 in.	38 to 42 oz.	Model S7—33 in.	37 to 43 oz.	Model S11—35 in.	42 to 46 oz.
Model S4—32 1/2 in.	40 to 45 oz.	Model S8—34 in.	39 to 44 oz.	Model S12—33 in.	40 to 44 oz.

Spalding Professional Improved Oil Finish Bats

No. 100P. The Spalding Professional Improved Oil Finish as used on this line is the result of exhaustive experiments and tests conducted in our bat factory, with the assistance of some of the greatest professional players. The timber used is identical with that in "Players' Autograph" and "All Star" models. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model P1—31 in.	35 to 39 oz.	Model P5—34 in.	40 to 44 oz.	Model P9—34 1/2 in.	40 to 45 oz.
Model P2—33 in.	38 to 43 oz.	Model P6—35 in.	40 to 44 oz.	Model P10—34 in.	38 to 42 oz.
Model P3—33 in.	39 to 44 oz.	Model P7—34 in.	39 to 43 oz.	Model P11—35 in.	45 to 50 oz.
Model P4—33 in.	36 to 40 oz.	Model P8—34 1/2 in.	38 to 43 oz.	Model P12—35 in.	40 to 45 oz.

Spalding Black Oil-Tempered Bats

No. 100D. These bats are tempered in hot oil and afterwards treated with a special process which darkens and hardens the surface and has exactly the same effect as aging from long service. The special treatment these bats are subjected to make them most desirable for players who keep two or three bats in use, as the oil gradually works in and the bats keep improving. Line of models has been very carefully selected. Timber used is the same as in our "Players' Autograph," "All Star," "Professional Oil Finish" and Gold Medal lines. . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model D1—31 in.	35 to 39 oz.	Model D5—34 in.	40 to 44 oz.	Model D9—34 1/2 in.	40 to 45 oz.
Model D2—33 in.	38 to 43 oz.	Model D6—35 in.	40 to 44 oz.	Model D10—34 in.	38 to 42 oz.
Model D3—33 in.	39 to 44 oz.	Model D7—34 in.	39 to 43 oz.	Model D11—35 in.	45 to 50 oz.
Model D4—33 in.	36 to 40 oz.	Model D8—34 1/2 in.	38 to 43 oz.	Model D12—35 in.	40 to 45 oz.

Spalding Gold Medal Natural Finish Bats

No. 100G. Models same as our "Professional Oil Finish," but finished in a high French polish, with no staining. Timber is same as in our "Players' Autograph," "All Star," and other highest quality lines, and models duplicate in lengths, weights, etc., the line of Spalding "Professional Oil Finish" styles. . . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model N1—31 in.	35 to 39 oz.	Model N5—34 in.	40 to 44 oz.	Model N9—34 1/2 in.	40 to 45 oz.
Model N2—33 in.	38 to 43 oz.	Model N6—35 in.	40 to 44 oz.	Model N10—34 in.	38 to 42 oz.
Model N3—33 in.	39 to 44 oz.	Model N7—34 in.	39 to 43 oz.	Model N11—35 in.	45 to 50 oz.
Model N4—33 in.	36 to 40 oz.	Model N8—34 1/2 in.	38 to 43 oz.	Model N12—35 in.	40 to 45 oz.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

HOLD BAT PROPERLY AND STRIKE THE BALL WITH THE GRAIN. DON'T BLAME THE MAKER FOR A BREAK WHICH OCCURS THROUGH IMPROPER USE OR ABUSE.

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Spalding Genuine Natural Oil Tempered Bats

No. 100T. Made of the highest quality, thoroughly seasoned second growth ash, specially selected for resiliency and driving power, natural yellow oil tempered, hand finished to a perfect dead smooth surface and made in twelve simply wonderful models, the pick of the models that have actually won the American League and National League Championships during the past few years. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model T1. 33 1/2 in.	36 to 41 oz.	Model T5. 32 1/2 in.	44 to 48 oz.	Model T9. 33 1/2 in.	45 to 50 oz.
Model T2. 34 in.	39 to 43 oz.	Model T6. 34 1/2 in.	41 to 45 oz.	Model T10. 36 in.	43 to 47 oz.
Model T3. 35 in.	40 to 44 oz.	Model T7. 34 in.	43 to 47 oz.	Model T11. 34 in.	37 to 41 oz.
Model T4. 34 1/2 in.	38 to 42 oz.	Model T8. 33 in.	45 to 50 oz.	Model T12. 35 in.	40 to 45 oz.

Spalding New Special College Bats

No. 100M. An entirely new line, special new finish; special stain and mottled burning; carefully filled, finished with best French polish. Wood is finest second growth Northern ash, specially seasoned. Models are same as we have supplied to some of the most successful college players. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model M1. 31 in.	35 to 39 oz.	Model M5. 34 in.	40 to 44 oz.	Model M9. 35 in.	40 to 45 oz.
Model M2. 34 1/2 in.	40 to 45 oz.	Model M6. 33 in.	38 to 43 oz.	Model M10. 33 in.	37 to 43 oz.
Model M3. 31 1/2 in.	38 to 42 oz.	Model M7. 33 in.	37 to 43 oz.	Model M11. 35 in.	42 to 46 oz.
Model M4. 32 1/2 in.	40 to 45 oz.	Model M8. 34 in.	39 to 44 oz.	Model M12. 33 in.	40 to 44 oz.

Spalding Very Dark Brown Special Taped Bats

No. 100B. Very dark brown stained, almost black, except twelve inches of the handle left perfectly natural, with no finish except filled and hand-rubbed smooth, and then beginning four inches from end of handle, five inches of electric tape, wound on bat to produce perfect non-slip grip. Each, \$1.00

Furnished in any of the following six models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model B1. 31 in.	35 to 40 oz.	Model B3. 32 1/2 in.	40 to 44 oz.	Model B5. 34 in.	37 to 41 oz.
Model B2.* 32 in.	38 to 43 oz.	Model B4. 33 in.	39 to 46 oz.	Model B6. 34 1/2 in.	37 to 41 oz.

*Bottle shape
Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

Spalding Trade-Mark Bats

No. 75. Wagon Tongue. Most popular models, light antique finish. One dozen in a crate (assorted lengths, 30 to 35 inches and weights, 36 to 42 ounces). Each, 75c.

No. 50M. Mushroom. ^{Patented Aug. 1, 1901} Special finish. Invaluable as an all-around bat. Each, 50c.

No. F. "Fungo." Hardwood. 38 inches long, thin model. Professional oil finish. Each, \$1.00

No. 50W. "Fungo." Willow, light weight, full size bat, plain handle. Each, 50c.

No. 50T. Taped "League" ash, extra quality, special finish. Each, 50c.

No. 50. "League," ash, plain handle. " 50c.

No. 25. "City League," plain handle. " 25c.

No. 50B. "Spalding Junior," special finish. Specially selected models; lengths and weights proper for younger players. Each, 50c.

No. 25B. "Junior League," plain, extra quality ash, spotted burning. Each, 25c.

No. 10B. "Boys' League" Bat, good ash, varnished. Ea., 10c.

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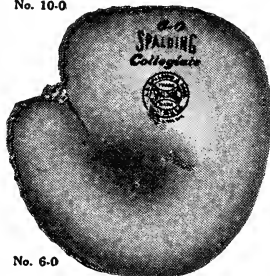
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No. 10-0



No. 6-0



No. 5-0

SPALDING CATCHERS' MITTS

No. 11-0. "The Giant." Heavy brown leather throughout; laced back. "Stick-on-the-hand" strap-and-buckle fastening. Each, \$10.00
Patented October 28, 1914

No. 10-0. "WORLD SERIES"—Patent Molded Face. Brown calfskin. King Patent Felt Padding. Laced back. "Stick-on-the-hand" strap-and-buckle fastening. Each, \$9.00
Patented January 2, 1906. March 9, 1909. October 26, 1911, and including King Patent Felt padding. Patented June 29, 1910

No. 10-0P. "WORLD SERIES" Same as No. 10-0, but patent perforated palm. Each, \$8.00
Nov. 11, 8. Pat. Off.
Patented January 2, 1906, June 26, 1919, March 25, 1913

No. 9-0. "Three-and-Out." Patented Molded face; hand formed pocket. Brown calfskin; hair felt padding; patent laced back; leather strap and brass buckle fastening. Each, \$8.00
Patented January 2, 1906

No. 9-0P. Patent "Perforated" Palm. Otherwise same as No. 9-0. Each, \$8.00
Patented March 25, 1913

No. 8-0. "Olympic." Palm specially prepared leather. Back and side special brown calfskin. Leather lace. Leather bound edges. Hand stitched, formed padding. Each, \$7.00
Patented January 2, 1906

No. FO. "Foxy." Brown calfskin. Patent combination shaped face; hair felt padding. Fox Patent Padding Pocket. Extra felt supplied with mitt "Stick on the Hand" strap-and-buckle fastening. Each, \$7.00
Patented January 2, 1906. October 28, 1911; and including Fox Patent Felt padding Pocket. Patented February 20, 1912

No. 7-0. "Perfection." Brown calfskin. Patent combination shaped face; hair felt padding. Patent laced back and thumb; leather lace. Each, \$6.00
Patented January 2, 1906

No. 6-0. "Collegiate." Molded face. Olive colored leather. King Patent Felt Padding. patent laced back and thumb. Each, \$5.00
Patented January 2, 1906. March 30, 1919. King Patent Felt Padding. Patented June 29, 1910

No. OG. "Conqueror." Semi-molded face. Brown calf, black leather bound; leather laced; Heel of hand piece felt lined. Each, \$5.00

No. 5-0. "League Extra." Molded face. Buff colored leather, patent felt padding; Heel of hand piece felt lined. Each, \$4.00
Patented January 2, 1906. September 29, 1908

No. OK. "OK Model." Semi-molded, brown horse hide face. Felt padding, red leather edges. Heel of hand piece felt lined. Ea. \$4.00

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SPALDING CATCHERS' MITTS

No. 3-0. "Decker Patent." Brown oak leather; patent laced back; laced at thumb. Sole leather Decker Patent finger protection. Each, \$3.50

No. 2-0. "Leader." Brown oak leather face, back and finger piece. Patent laced back; laced at thumb. Each, \$3.50

No. 4-0. "League Special." ^{Patented January 2, 1906} Molded face. Brown leather; felt padding. Heel of hand piece felt lined. Each, \$3.50

No. O. "Interstate." Brown leather face, side and finger piece. Each, \$3.00

No. OH. "Handy." Pearl grain leather face, brown leather back; felt padding; laced, reinforced at thumb. Each, \$3.00

No. OR. "Decker Patent." Black leather; Sole leather Decker Patent finger protection. Each, \$2.50

No. OA. "Inter-City." Brown cowhide face and finger piece, green leather back and side piece; red leather binding; reinforced and laced at thumb; patent laced back. Each, \$2.50

No. 15. "Athletic." Large model, smoked horse hide face and finger piece, brown leather side piece and back; reinforced and laced at thumb; patent laced back. Each, \$2.00

No. 1R. "Semi-Pro." Large model; black grain-leather; reinforced and laced at thumb; patent laced back, leather lace. Each, \$2.00

No. 1X. "Trade League." Large model; face and finger piece buff colored leather, black leather back and side piece; leather bound; patent laced back. Felt padding. Each, \$2.00

No. 1C. "Back-Stop." Large model; special gray leather face and finger piece; brown leather side and back; padded. Each, \$1.50

No. 1D. "Champion." Black leather face, back and finger piece, with brown leather side, Padded; patent laced back. Each, \$1.50

No. 1A. "Catcher." Oak leather face, back and finger piece, black leather side piece, Laced at thumb. Each, \$1.25

No. 2C. "Foul Tip." Oak leather. Padded; reinforced and laced at thumb. Each, \$1.00

No. 2R. "Association." Black leather face, back and finger piece. Each, \$1.00

No. 3. "Amateur." Oak tanned leather face, back and finger piece. Each, 75c.

No. 3R. "Interscholastic." Black leather face, back and finger piece. Each, 75c.

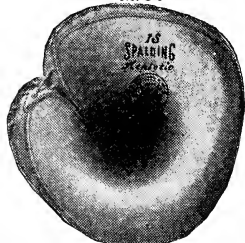
No. 4. "Public School." Large size. Brown oak leather; reinforced, laced at thumb. Ea., 50c.

No. 4R. "Boys' Amateur." Large size. Black leather face and finger piece. Each, 50c.

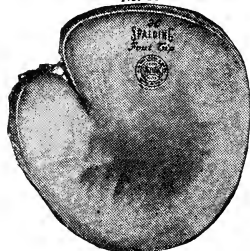
No. 5. "Boys' Delight." Face and finger piece of brown oak tanned leather. Each, 25c.



No. 3-0



No. 15



No. 2C

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No. AA1



No. SS



No. PX



No. 2XR

SPALDING INFIELDER'S GLOVES

No. VXL. "Just Right." "Broken-In" style. Specially treated brown calfskin. Full leather lined. Weltd seams. Supplied in either regular or "Cadet" fingers. King Patent Padding. (Patented June 28, 1910) Each, \$5.00

No. SXL. "All Players." "Broken-In" Buckskin. Finest material throughout. Full leather lined. Weltd seams. King Patent Padding. (Patented June 28, 1910) Each, \$5.00

No. AA1. "WORLD SERIES" Professional model. Finest buckskin, specially treated to help player break glove into shape. Very little padding. Weltd seams. Leather lined throughout. One of the most popular models. Regular padding. Each, \$4.00

No. BB1. "WORLD SERIES" Finest buckskin. Worn by successful National and American League infielders. Good width and length. Leather lined. Weltd seams. King Patent Padding. (Patented June 28, 1910) Each, \$4.00

No. SS. "League." With shorter "Cadet" fingers than in other gloves. Best quality buckskin. Weltd seams and leather lined all through. Each, \$4.00

No. PX. "Professional." Felt lined. Finest buckskin, same as in our No. PXL glove. Padded according to ideas of prominent professional players who prefer felt to leather lining. Weltd seams. Each, \$3.00

No. RXL. "League Extra." Black calfskin. Highest quality throughout. Design similar to No. PXL. Full leather lined. Weltd seams. Each, \$3.50

No. PXL. "Professional." Finest buckskin. Heavily padded around edges and little finger. Extra long to protect wrist. Leather lined. Weltd seams. Supplied in regular and "Cadet" fingers. Each, \$3.50

No. XWL. "League Special." Specially tanned calfskin. Padded with felt. Extra long to protect wrist. Highest quality workmanship. Full leather lined. Weltd seams. Each, \$3.00

No. 2W. "Minor League." Smoked horse hide. Professional model. Full leather lined. King Patent Felt Padding. (Patented June 28, 1910) Weltd seams. Each, \$3.00

No. 2XR. "Inter-City." Black calfskin. Professional style; padded little finger; leather strap at thumb; weltd seams; leather lined throughout. Each, \$2.50

No. PBL. "Professional Jr." Youths' Professional style. Selected velvet tanned buckskin. Same as No. PXL. Leather lined. Weltd seams. Each, \$2.50

No. 2X. "League." Specially tanned pearl colored grain leather. Same as special shortstop glove No. SS. Weltd seams; leather lined throughout. Each, \$2.50

No. 2Y. "International." Smoked horse hide. Professional style, specially padded little finger, and leather strap at thumb; weltd seams. Full leather lined throughout. Each, \$2.50

All the gloves described above are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our patented diverted seam (Patented March 10, 1908) between fingers, adding considerably to the durability of the gloves.

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A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

COMPLETE LIST OF STORES
ON INSIDE FRONT COVER
OF THIS BOOK

Prices in effect January 5, 1915. Subject to change without notice. For Canadian prices see special Canadian Catalogue.

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THE SPALDING



TRADE-MARK

GUARANTEES
QUALITY

REG. U. S. PAT. OFF.

SPALDING INFIELDER'S GLOVES

No. 3X. "Semi-Pro." Gray buck tanned leather. Large model. Correctly padded; welted seams. Leather lined throughout. Each, \$2.00

No. 4X. "Association." Brown leather, specially treated. Popular model. Padded little finger, and leather strap at thumb. Welted seams; full leather lined. Ea. \$2.00

No. 3XR. "Amateur." Black tanned leather, padded, large thumb. Welted seams. Leather lined. Ea. \$2.00

No. XL. "Club Special." White leather, padded on professional model. Welted seams. Leather lined. \$1.50

No. XLA. "Either Hand." Worn on right or left hand. (Pat. Sept. 12, 1911). White tanned leather, correctly padded. Welted seams. Full leather lined. Each, \$1.50

No. 11. "Match." Professional style. Special tanned olive colored leather throughout. Welted seams; correctly padded. Leather lined. . . . Each, \$1.50

No. ML. "Diamond." Special model. Smoked sheepskin, padded. Full leather lined. . . . Each, \$1.50

No. XS. "Practice." White velvet tanned leather. Welted seams; inside hump. Full leather lined. Each, \$1.25

No. 15. "Regulation." Men's size. Brown tanned leather, padded. Welted seams. Palm leather lined. Ea. \$1.00

No. 15R. "Regulation." Men's size. Black tanned leather, padded; inside hump. Palm leather lined. Each, \$1.00

No. 10. "Mascot." Men's size. Olive tanned leather, padded. Popular model. Palm leather lined. Ea. \$1.00

No. X. "Special." Men's size. Oak tanned brown leather. Professional model. Leather strap at thumb, padded. Welted seams. Leather lined. Each, \$1.00

No. XB. "Boys' Special." Boys' professional style. White leather. Welted seams. Leather lined. Ea. \$1.00

No. 12. "Public School." Full size. White chrome leather, padded; inside hump. Palm leather lined. Ea. 75c.

No. 13. "Interscholastic." Youths' size. Oak tanned brown leather. Professional model. Leather web at thumb; padded. Welted seams. Leather lined. Ea. 75c.

No. 12R. "League Jr." Full size. Black tanned leather, lightly padded, but extra long. Palm leather lined. Welted seams, inside hump. . . . Each, 75c.

No. 16. "Junior." Full size. White chrome tanned leather, lightly padded, extra long. Palm leather lined. Ea. 50c.

No. 16W. "Star." Full size. White chrome leather. Welted seams; padded. Palm leather lined. Ea. 50c.

No. 14X. "Boys' Match." Youths' professional style. Special tanned wine colored leather, correctly padded and inside hump. Palm leather lined. . . . Each, 50c.

No. 17. "Youths." Brown smooth tanned leather, padded; inside hump. Palm leather lined. Each, 50c.

No. 18. "Boys' Own." Oak tanned leather, padded; inside hump. Palm leather lined. . . . Each, 25c.

No. 17

No. 15

No. 3X



All the gloves described above are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our patented diverted seam (Patented March 10, 1908) between fingers, adding considerably to the durability of the gloves.

All Styles Made in Rights and Lefts. When ordering for Left Handed Players Specify "Full Right."

Spalding Complete Catalogue of Athletic Goods Mailed Free.

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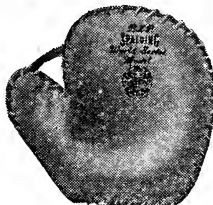
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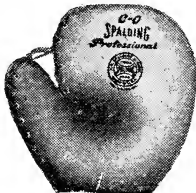
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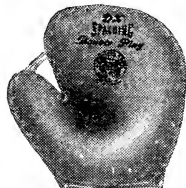
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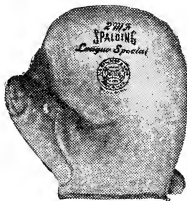
No. BXP



No. CO



No. DX



No. 2MF

SPALDING BASEMEN'S MITTS

- No. ABX. "Stick-on-the-Hand." Calfskin. Laced, except thumb and heel. Special strap "Stick-on-the-Hand" with buckle at back. Each, \$5.00
- No. AAX. "First Choice" Broken-In Model. Specially prepared leather. King Patent Padding. Leather lace. Strap reinforcement at thumb. Ea., \$5.00
- No. AXX. "Good Fit." Brown calfskin, bound with black leather. Leather laced. Each, \$4.00
- No. BXS. "League Special." Brown calfskin, bound with brown leather. Leather laced, except at heel; leather strap support at thumb. Ea., \$4.00
- No. AXP. "WORLD SERIES." White tanned buck; leather lacing. Leather strap support at thumb. King Patent Padding. Each, \$4.00
- No. BXP. "WORLD SERIES." Calfskin; leather lacing. Leather strap support at thumb. King Patent Padding. Each, \$4.00
- No. CO. "Professional." Specially treated calfskin. Padded, leather laced, except at heel. Each, \$3.00
- No. CX. "Semi-Pro." Smoke colored leather face, brown leather back, laced all around, except at heel; padded at wrist and thumb. Each, \$2.50
- No. CD. "Red Oak." Tanned brown leather; red leather binding. Laced, except at thumb and heel, leather strap support at thumb. Each, \$2.50
- No. CXR. "Amateur." Black leather face, back and lining. Padded; laced, except at heel. Each, \$2.00
- No. CXS. "Amateur." Special tanned brown leather. Padded; laced, except at heel. Each, \$2.00
- No. DX. "Double Play" Oak tanned leather, laced all around, except at heel; padded. Each, \$1.50
- No. EX. "League Jr." Black smooth leather, laced all around, except at heel. Suitably padded. Ea., \$1.00

All Mitts described above, patented August 9, 1910
King Patent Padding on Nos. AAX, AXP, BXP, Pat. June 28, 1910

"League Extra" Pitchers' and Basemen's Mitt
No. 1F. Face of tanned leather; balance of brown calfskin. Without hump. Leather laced. Ea., \$3.50

Spalding Fielders' Mitts

- No. 2MF. "League Special." Brown calfskin face and back; has finger separations of leather, extra full thumb, leather web; leather lined. Ea., \$3.00
- No. 5MF. "Professional." Olive leather, padded; finger separations; felt lined; leather web. Ea., \$2.00
- No. 6MF. "Semi-Pro." White tanned buckskin; leather finger separations; leather lined; large thumb; well padded, and leather web. Each, \$1.50
- No. 7MF. "Amateur." Pearl colored leather; finger separations; padded; web thumb. Each, \$1.00
- No. 8F. "Amateur." Black tanned smooth leather; padded; leather lined; reinforced and laced at thumb. Strap-and-buckle fastening. Each, \$1.00
- No. 9F. "League Jr." Boy's. Oak tanned leather, padded; reinforced and laced at thumb. Each, 50c.
- All Styles Made in Rights and Lefts. When Ordering for Left Handed Players Specify "Full Right."

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SPALDING CATCHERS' MASKS



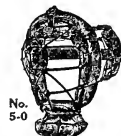
No.
11-0D

No. 11-0D. "SAFETY FIRST" Double Wire, Open Vision, Electric Welded Frame. Double wiring adds a little to the ordinary weight of a mask, but for the catcher who wants the best there is no other style worth consideration. Properly padded, including every up-to-date feature in construction. . . . Each, \$6.00



No.
10-0W

No. 10-0W. "WORLD SERIES." Patented December 19, 1911; Jan. 30, 1912; Dec. 16, 1913. Special electric welded "Open Vision" black finish frame, including wire ear guards and circular opening in front. Weight is as light as consistent with absolute safety; padding conforms to face with comfort. Ea., \$5.00



No.
8-0

No. 8-0. "Open Vision." Patented December 11, 1911; Jan. 30, 1912; Dec. 16, 1913. Specially soldered and reinforced frame of highest quality special steel wire, black finish. Carefully reinforced with hard solder at joining points. Special wire ear guards. . . . Each, \$5.00



No. 5-0

No. 5-0. "Open Vision" Umpires' Mask. Has neck protecting attachment and special ear protection; nicely padded. Principal wire crossings specially soldered. Safest and most convenient style ever made for umpires. . . . Each, \$5.00



No. 6-0

No. 6-0. "Special Soldered." Principal wire crossings heavily soldered. "Open Vision," extra heavy wire frame, black finished; continuous style padding, with soft chin-pad; special elastic head-band. . . . Each, \$4.00



No.
4-0

No. 4-0. "Sun Protecting." Patent leather sun-shade, protecting eyes without obstructing view. "Open Vision," electric welded frame of extra heavy steel wire, black finish. With soft chin-pad; improved design hair-filled pads, including forehead pad; elastic head band. . . . Each, \$4.00

No. 3-0. "Neck Protecting." Neck protecting arrangement affords positive protection. "Open Vision," electric welded, black finish frame; comfortable pads, with soft chin-pad and special elastic head-strap. . . . Each, \$3.50

No. O-P. "Semi-Pro" League. "Open Vision," electric welded best black annealed steel wire frame. Special continuous style side pads, leather covered; special soft forehead and chin-pad; elastic head-band. . . . Each, \$2.50

SPALDING "REGULATION LEAGUE" MASKS

No. 2-0. "Open Vision," soldered heavy black annealed steel wire frame. Full length side pads of improved design; soft fore-head and chin-pad; special elastic head-band. Each, \$2.00

No. O-X. Men's size. "Open Vision," electric welded frame, black finish. Improved leather covered pads, including forehead-pad, molded leather chin-strap; elastic head-band. Each, \$1.50

No. OXB. Youths'. "Open Vision," electric welded frame, black finish. Soft side padding, forehead and chin-pad. Each, \$1.50

No. A. Men's. Electric welded black enameled frame. Leather covered pads, forehead and chin-pad. . . . Each, \$1.00

No. B. Youths'. Electric welded black enameled frame; similar in quality throughout to No. A, but smaller in size. Each, \$1.00

No. C. Electric welded black enameled frame; soft leather covered pads; wide elastic head-strap, leather strap-and-buckle. Ea., 50c.

No. D. Electric welded black enameled frame. Smaller in size than No. C. . . . Each, 25c.

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SPALDING BASE BALL UNIFORMS

Complete Color Sample Book mailed, on application, to any team captain or manager, together with Measurement Blank and full instructions for measuring players for uniforms.

Spalding "WORLD SERIES" Uniform No. O.	Single Suit, \$15.00	
Net price to clubs ordering for <i>Entire Team</i>	Suit,	\$12.50
Spalding "WORLD SERIES" Uniform No. OA.	Single Suit, \$14.00	
Net price to clubs ordering for <i>Entire Team</i>	Suit,	11.50
Spalding "League" Uniform No. 1.	Single Suit, \$12.50	
Net price to clubs ordering for <i>Entire Team</i>	Suit,	10.00
Spalding "League" Uniform No. 1A.	Single Suit, \$11.50	
Net price to clubs ordering for <i>Entire Team</i>	Suit,	9.00
Spalding "Interscholastic" Uniform No. 2.	Single Suit, \$9.00	
Net price to clubs ordering for <i>Entire Team</i>	Suit,	7.50
Spalding "Minor League" Uniform No. M.	Single Suit, \$9.00	
Net price to clubs ordering for <i>Entire Team</i>	Suit,	7.50
Spalding "City League" Uniform No. W.	Single Suit, \$7.50	
Net price to clubs ordering for <i>Entire Team</i>	Suit,	6.00
Spalding "Club Special" Uniform No. 3.	Single Suit, \$6.00	
Net price to clubs ordering for <i>Entire Team</i>	Suit,	5.00
Spalding "Amateur Special" Uniform No. 4.	Single Suit, \$4.00	
Net price to clubs ordering for <i>Entire Team</i>	Suit,	3.50
Spalding "Junior" Uniform No. 5.	Single Suit, \$3.00	
Net price to clubs ordering <i>nine or more uniforms</i>	Suit,	2.50
Spalding "Youths" Uniform No. 6. Good quality Gray material		
No larger sizes than 30-in. waist and 34-in. chest.	Complete,	1.00

ABOVE UNIFORMS CONSIST OF SHIRT, PANTS, CAP, BELT AND STOCKINGS.

SPALDING BASE BALL SHOES



No. FW. "WORLD SERIES" Kangaroo uppers, white oak soles. Hand sewed; strictly bench made. Extra strong soft laces. Pair, **\$7.00**

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a light weight durable shoe for general use we recommend No. 30-S.

Sizes and Weights of No. FW Shoes

Size of Shoes:	5	6	7	8	9
Weight per pair:	18	18½	19	20	21 oz.

No. 30-S. "Sprinting." Kangaroo uppers, white oak soles. Built on our running shoe last. Light weight. Hand sewed; bench made. Strong laces. Pair, **\$7.00**
 No. O. "Club Special." Selected satin calfskin, substantially made. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, **\$5.00**
 No. OS. "Club Special" Sprinting. Similar to, No. O, but made with sprinting style flexible soles. (Patented May 7, 1912). Pair, **\$5.00**
 No. 35. "Amateur Special." Leather, machine sewed. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, **\$3.50** ★ *\$39.00 Doz.*
 No. 37. "Junior." Leather; regular base ball shoe last. Plates hand riveted to heels and soles. Excellent for the money but *not guaranteed*. Pair, **\$2.50** ★ *\$27.00 Doz.*

Juvenile Base Ball Shoes

No. 38. Made on special boys' size lasts. Good quality material throughout and steel plates. Furnished in boys' sizes, 12 to 5, inclusive, only. Pair, **\$2.00**

Spalding "Dri-Foot" prolongs the life of the shoes. Can, 15c.

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen pairs or more at one time. Quantity prices NOT allowed on items NOT marked with ★.

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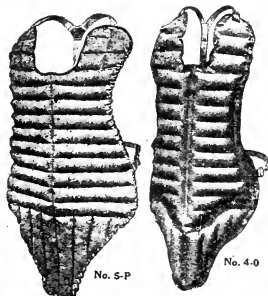
REG. U. S. P. M. OFF

Spalding "WORLD SERIES" Catchers' Body Protectors

Reg. U. S. Pat. Off.

No. 5P. Padded style, not inflated. Patented June 22, '09; Aug. 24, '09. Canvas cover, laced at sides, permitting readjusting of padding as desired. Special body strap. Each, \$10.00

No. 4-0. Inflated style. Strong tan covering. Special shoulder padding, laced to permit readjustment of padding as desired and special body strap. (Patented Nov. 24, '03). Each, \$10.00



No. 5-P

No. 4-0

Spalding Catchers' Body Protectors

No. 2-0. "Minor League." Cover of durable material. Made in best manner. Inflated. Full size. Each, \$7.50
No. 0. "City League." Slightly narrower than No. 2-0. Covering of durable material. Inflated. Each, \$5.00
No. M. "Interscholastic." Well made. Inflated. 3.50
No. 2. "Youths." Good size. Inflated. 3.00

Spalding Umpires' Body Protectors

Give length and width when ordering Umpires' Body Protectors.
No. L. Inflated. Large size, best quality. Same as supplied to most experienced major league umpires. Each, \$10.00
No. LS. Inflated. Special light weight, very large air passages and without any breaks or hinges. Soft rubber tube instead of regular inflating valve. Not carried in stock; supplied on special orders only. Each, \$10.00
No. R. Inflated. Correct model. Cover of good material. Flexible inflating tube. Each, \$5.00

Spalding Leg Guards for Base Ball Catchers

No. 33. As supplied to Roger Bresnahan and to other prominent league catchers. Knee guard of molded sole leather; leg piece padded with reeds; light and strong; special ankle pads as protection from spikes. Covered with special quality white buck dressed leather. Pair, \$6.50

Spalding Catchers' Leg Guards

No. RB. Plain style, fiber leg piece, not ribbed. Leather padded at ankle and knee. Pair, \$5.00

Spalding Uniform Bags

Convenient roll for packing uniforms in a manner which will not wrinkle and soil them; with separate compartments for shoes, etc.

No. 2. Bag leather; well made. Each, \$6.00
No. 1. Best heavy canvas; leather bound, double leather shawl strap and handle. Each, \$3.00
No. 6. Brown canvas roll; leather straps and handle. 1.50
No. 5. Combined Uniform and Bat Bag. Similar to regular uniform bags, but with extra compartment to carry one bat. Best canvas, leather bound. Each, \$4.00
No. 4. Individual Uniform Bag. Best quality brown canvas; two leather handles; strap-and-buckle fastenings. Holds suit, shoes and other necessary articles. Each, \$2.00

Spalding Bat Bags

No. 2. Heavy waterproof canvas, leather reinforced at both ends, and leather handles; holds 12 bats. Each, \$3.50
No. 3. Similar to No. 2, but holds only 6 bats. 2.50

Spalding Individual Bat Bags

No. 01. Good quality heavy leather bat bag, for two bats; used by most league players. Each, \$4.00 ★ \$43.20 Doz.
No. 02. Extra heavy canvas; heavy leather cap at both ends. Each, \$2.00 ★ \$21.60 Doz.
No. S1. Sheepskin, good quality bag, with heavy leather end. Each, \$1.75 ★ \$18.90 Doz.
No. 03. Heavy canvas; leather cap at both ends. Each, \$1.00 ★ \$10.80 Doz.

Spalding Special Club Bat Bag

No. 8. Heavy canvas, with strong reinforcing strips running lengthwise, and heavy leather ends. Holds 26 to 30 bats. Each, \$18.00
Lettering on any of above bags extra. Prices on application.



No. 5



No. 01



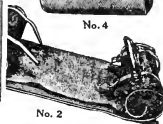
No. 33



No. 8



No. 4



No. 2

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Spalding Base Ball Bases

Complete with Straps and Spikes

- No. 0L. Special League Bases, filled, very heavy quilted canvas. Each base fitted with two extra strong harness leather straps and three extra heavy 14 inch special spikes. Used by the big league and college clubs. Set of 3, \$7.50
- No. 0. League Club Bases, filled, extra quality canvas; quilted. Harness leather straps. Set of 3, \$6.00
- No. 1. Canvas Bases, filled, well made; not quilted. Set of 3, \$5.00
- No. 2. Canvas Bases, filled, good quality. Set of 3, 3.50
- No. 4. Unfilled Canvas Bases, laced. May be filled with sand or other material. Canvas straps. Set of 3, \$1.00
- No. 5. Quilted Stiff Canvas Bases, without straps. Set of 3, 1.00

Spalding Pitchers' Box Plates

- No. 3. In accordance with National League regulations; extra quality white rubber. With pins. Each, \$5.00
- No. 2. Composition material, regulation size and shape. With pins. Each, \$3.50

Spalding Rubber Home Plates

- No. 1. In accordance with the National League regulations. Extra quality white rubber. With pins. Each, \$7.50
- No. C. Composition material, regulation size and shape. With pins. Each, \$5.00

Spalding Improved Steel Shoe Plates

We do not sell separately the special quality base ball shoe plates used on our best grade shoes, but we will refit shoes of our own make with steel plates, and charge, including pair each of toe and heel plates and putting plates on shoes. . . . \$1.00

This price does not include transportation charges on shoes.

- No. 3-0. Toe Plates, high point carbon steel, carefully tempered and ground. Pair, 50c.
- No. 4-0. Heel Plates, high point carbon steel, carefully tempered and ground. Pair, 50c.
- No. 0. Toe Plates, hardened steel, sharpened. Pair, 25c.
- No. 2-0. Heel plates, hardened steel, sharpened. " 25c.
- No. 1. Toe plates, good steel, sharpened. " 10c.
- No. 1H. Heel plates, good steel, sharpened. " 10c.

Spalding Pitchers' Toe Plates

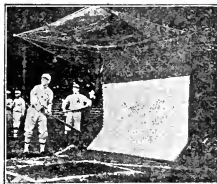
A thorough protection to shoe and of great assistance in pitching. Made for right or left shoe. When ordering, specify for which shoe required.

- No. A. Aluminum. Regular style. Each, 25c.
- No. B. Brass. Regular style. " 25c.
- No. BS. Brass. Cut low. Light weight. Particularly for pitchers and shortstops who do not drag their feet. Each, 25c.

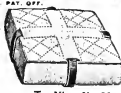
Spalding

Movable Batting Cage

Can be moved to any part of the field quickly and easily by simply pushing the rear handle, yet when it is in position it is absolutely rigid. Made with heavy frame of japanned iron piping. No intricate parts to get out of order. Simple construction; strongly made. Used on nearly every major league field besides on those of the more prominent colleges. This photograph shows Eddie Collins of the Philadelphia "Athletics," at batting practice just before the start of one of the World Series games. Complete with tarred nets, and extra canvas reinforcement at bottom. Each, \$60.00



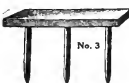
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Top View, No. 0L



Bottom View, No. 0L



No. 3



No. 1



Spike for Nos. 0L and 0

Extra Straps and Spikes

- Straps for Nos. 0L and 0 Bases. Each, 75c.
- Straps for No. 1 Bases. " 50c.
- Straps for No. 2 Bases. " 40c.
- Spikes for Nos. 0L and 0 Bases. " 20c.
- Spikes for No. 1 Bases. " 10c.
- Spikes for No. 2 Bases. " 5c.



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Spalding Fred Clarke Sun Glasses

Glasses are made with an attachment that hinges on to the cap and can be turned up out of the way when not needed.

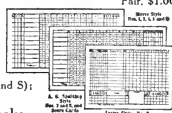
- No. 2. Fred Clarke Sun Glasses. Complete with attachment for fastening to cap. Pair, \$10.00
- Price does not include cap*

Spalding Regular Sun Glasses for Outfielders

- No. 1. Good quality metal frames. Complete with case. Pair, \$1.00

Spalding Score Books

Spalding Base Ball Score Books are made in three styles: Morse style (Nos. 1, 3, 4, 5 and M); A. G. Spalding style (Nos. 2 and S); Foster style (No. F).



Pocket Score Books

- No. 1. Paper, 7 games, Morse style. Each, 10c.
- No. 2. Board, 22 games, A. G. Spalding style. " 25c.
- No. 3. Board, 46 games, Morse style. " 50c.
- No. S. Board, A. G. Spalding style, 79 games. " 75c.
- No. M. Board, Morse style, 79 games. " 75c.
- No. F. Board, Foster style, 79 games. " 75c.

Club Score Books

- No. 4. Board, 8 1/2 x 10 1/2 in., 30 games, Morse style. Ea. \$1.00
 - No. 5. Board, 8 1/2 x 10 1/2 in., 79 games, Morse style. 1.50
- Score Cards. Each, 5c. Doz., .25

Spalding Umpire Indicator



League umpires. Each, 50c.

Spalding Scoring Tablet

No. 2. A simple, convenient and accurate device for the record of runs and outs. Celluloid and can be carried in vest pocket Ea. 25c.

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A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

COMPLETE LIST OF STORES
ON INSIDE FRONT COVER
OF THIS BOOK

Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 16 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

"The Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair and legitimate profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

"The Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

First.—The user is assured of genuine Official Standard Athletic Goods.

Second.—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is "The Spalding Policy," which has already been in successful operation for the past 16 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding.*
PRESIDENT.

Standard Quality

An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is **guaranteed** by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-nine years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than **poverty in quality**—and we avoid this quicksand by Standard Quality.

A. G. Spalding & Bros

SPALDING

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A separate book covers every Athletic Sport
and is Official and Standard
Price 10 cents each

GRAND PRIZE



GRAND PRIX



ST. LOUIS, 1904

PARIS, 1900

SPALDING ATHLETIC GOODS

ARE THE STANDARD OF THE WORLD

A. G. SPALDING & BROS.

MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES

NEW YORK	CHICAGO	ST. LOUIS	
BOSTON	MILWAUKEE	KANSAS CITY	
PHILADELPHIA	DETROIT	SAN FRANCISCO	
NEWARK	CINCINNATI	LOS ANGELES	
ALBANY	CLEVELAND	SEATTLE	
BUFFALO	COLUMBUS	SALT LAKE CITY	
SYRACUSE	INDIANAPOLIS	PORTLAND	
ROCHESTER	PITTSBURGH	MINNEAPOLIS	
BALTIMORE	WASHINGTON	ATLANTA	ST. PAUL
LONDON, ENGLAND		LOUISVILLE	DENVER
LIVERPOOL, ENGLAND		NEW ORLEANS	DALLAS
BIRMINGHAM, ENGLAND		MONTREAL, CANADA	
MANCHESTER, ENGLAND		TORONTO, CANADA	
EDINBURGH, SCOTLAND		PARIS, FRANCE	
GLASGOW, SCOTLAND		SYDNEY, AUSTRALIA	

Factories owned and operated by A. G. Spalding & Bros. and where all of Spalding's
Trade-Marked Athletic Goods are made are located in the following cities:

NEW YORK	CHICAGO	SAN FRANCISCO	CHICOPEE, MASS.
BROOKLYN	BOSTON	PHILADELPHIA	LONDON, ENG.